

**AMENDMENTS TO THE CLAIMS****Claims pending**

- At time of the Action: Claims 28-30 and 48-64.
- After this Response: Claims 28, 48-49, 52, 55-57, 60-61 and 64.

**Amended claims:** 28, 49, 52, 56 and 60.

**Canceled claims:** 29-30, 50-51, 53-54, 58-59 and 62-63.

**New claims:** None

1. (Previously Canceled)

2. (Previously Canceled)

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9           26.   (Previously Canceled)

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11          27.   (Previously Canceled)

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13          28.   (Currently Amended) A stateless distributed computer system,  
14 comprising:

15           a network having one or more network components to route requests from a  
16 first endpoint device to a second endpoint device and to route replies from the  
17 second endpoint device back to the first endpoint device, wherein at least one  
18 reply contains state information pertaining to the second endpoint device; and

19           the network being configured to maintain the state information and to  
20 reassociate the state information with a subsequent request from the first endpoint  
21 device to the second endpoint device, and wherein multiple network components  
22 continually route the state information amongst themselves to preserve the state  
23 information.

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25          29.   (Canceled)

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11 47. (Previously Canceled)

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13 48. (Previously Added) A stateless distributed computer system as  
14 recited in claim 28, wherein state information is embodied as a data object.

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16 49. (Currently Amended) Computer-readable media in a network  
17 system comprising computer-executable instructions that, when executed on one  
18 or more processors, direct the system to:

19 route, via one or more network components, a request from a first endpoint  
20 device to a second endpoint device;

21 route, via the one or more network components, replies from the second  
22 endpoint device back to the first endpoint device, wherein at least one reply  
23 contains state information pertaining to the second endpoint device;

24 continually route the state information among multiple network  
25 components to preserve the state information; and

1 ~~maintain the state information at the one or more network components; and~~  
2 reassociate the state information with a subsequent request being routed  
3 from the first endpoint device to the second endpoint device.

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5 50. (Canceled)

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7 51. (Canceled)

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9 52. (Currently Amended) A system, comprising:  
10 network means for routing requests from a client to a server and for routing  
11 a reply from the server back to the client, wherein the reply contains state  
12 information pertaining to the server; and  
13 the network means comprising means for maintaining the state information  
14 within the network means and for reassociating the state information with a  
15 subsequent request from the client to the server, and means for continually routing  
16 the state information among network components to preserve the state  
17 information.

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19 53. (Canceled)

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21 54. (Canceled)

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23 55. (Previously Added) A system as recited in claim 52, wherein state  
24 information is embodied as a data object.  
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1        56.    (Currently Amended) A method comprising:  
2        routing, via a network, a request from a first endpoint device to a second  
3        endpoint device;  
4        routing, via the network, a reply from the second endpoint device back to  
5        the first endpoint device, wherein the reply contains state information pertaining to  
6        the second endpoint device;  
7        maintaining the state information at the network by continually routing the  
8        state information among network components of the network to preserve the state  
9        information; and  
10        reassociating the state information with a subsequent request being routed  
11        from the first endpoint device to the second endpoint device.

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13        57.    (Previously Added) A method as recited in claim 56, wherein the  
14        state information is embodied as a data object.

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16        58.    (Canceled)

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18        59.    (Canceled)

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20        60.    (Currently Amended) A method comprising:  
21        routing a request from a client to a server over a network;  
22        routing a reply from the server back to the client over the network, wherein  
23        the reply contains state information pertaining to the server; and  
24        maintaining the state information on the network while awaiting a  
25        subsequent request from the client to the server by continually routing the state

1 information among network components of the network to preserve the state  
2 information.

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4 61. (Previously Added) A method as recited in claim 60, wherein the  
5 state information is embodied as a data object.

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7 62. (Canceled)

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9 63. (Canceled)

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11 64. (Previously Added) A method as recited in claim 60, further  
12 comprising reassociating the state information with a subsequent request being  
13 routed from the client to the server.